

# TRINITY CONTINUUM ABERRANT

Name: \_\_\_\_\_ Origin Path: \_\_\_\_\_  
 Player: \_\_\_\_\_ Role Path: \_\_\_\_\_  
 Concept: \_\_\_\_\_ Society Path: \_\_\_\_\_  
 Additional Paths: \_\_\_\_\_  
 Moment of Inspiration \_\_\_\_\_

## SKILLS

Aim:	○○○○○	Integrity:	○○○○○
Athletics:	○○○○○	Larceny:	○○○○○
Close Combat:	○○○○○	Medicine:	○○○○○
Command:	○○○○○	Persuasion:	○○○○○
Culture:	○○○○○	Pilot:	○○○○○
Empathy:	○○○○○	Science:	○○○○○
Enigmas:	○○○○○	Survival:	○○○○○
Humanities:	○○○○○	Technology:	○○○○○

## ATTRIBUTES

<input type="checkbox"/> Force	Intellect	○○○○○○	Might	○○○○○○	Presence	○○○○○○
	Mega Intellect	○○○○○○	Mega Might	○○○○○○	Mega Presence	○○○○○○
<input type="checkbox"/> Finesse	Cunning	○○○○○○	Dexterity	○○○○○○	Manipulation	○○○○○○
	Mega Cunning	○○○○○○	Mega Dexterity	○○○○○○	Mega Manipulation	○○○○○○
<input type="checkbox"/> Resilience	Resolve	○○○○○○	Stamina	○○○○○○	Composure	○○○○○○
	Mega Resolve	○○○○○○	Mega Stamina	○○○○○○	Mega Composure	○○○○○○

## QUANTUM

○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 Quantum Points: \_\_\_\_\_

## PATH CONTACTS

\_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○  
 \_\_\_\_\_ ○○○○

## TRANSCENDENCE

○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 Flux: \_\_\_\_\_  
 Transformations: \_\_\_\_\_

## ASPIRATIONS

\_\_\_\_\_  
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 \_\_\_\_\_

